

## Vector operations so far

### Scalar multiplication:

$c \mathbf{v}$  = "vector parallel to  $\mathbf{v}$  with length scaled by a factor of  $c$ "

### Vector Addition:

$\mathbf{a} + \mathbf{b}$  = "if  $\mathbf{a}$  and  $\mathbf{b}$  are drawn tail to head, then  $\mathbf{a} + \mathbf{b}$  is the vector that goes from the tail of  $\mathbf{a}$  to the head of  $\mathbf{b}$ "  
(resultant/combined force)

## 12.3 Dot Products

If  $\mathbf{a} = \langle a_1, a_2, a_3 \rangle$  and  $\mathbf{b} = \langle b_1, b_2, b_3 \rangle$

Then we define the dot product by:

$$\mathbf{a} \cdot \mathbf{b} = a_1 b_1 + a_2 b_2 + a_3 b_3$$

Note: The dot product gives a number (scalar).

Entry Task:  $\mathbf{a} = \langle 3, 1, 2 \rangle$ ,  $c = 4$   
 $\mathbf{b} = -\mathbf{i} + 6\mathbf{j} + 5\mathbf{k}$

Compute

1.  $c\mathbf{a}$
2. unit vector in the direction of  $\mathbf{a}$ .
3.  $\mathbf{a} + \mathbf{b}$
4.  $\mathbf{a} \cdot \mathbf{b}$

$$\boxed{1} \quad 4 \langle 3, 1, 2 \rangle = \langle 12, 4, 8 \rangle$$

$$\boxed{2} \quad |\mathbf{a}| = \sqrt{3^2 + 1^2 + 2^2} = \sqrt{14}$$

$$\frac{1}{|\mathbf{a}|} \mathbf{a} = \frac{1}{\sqrt{14}} \langle 3, 1, 2 \rangle = \left\langle \frac{3}{\sqrt{14}}, \frac{1}{\sqrt{14}}, \frac{2}{\sqrt{14}} \right\rangle$$

$$\boxed{3} \quad \langle 3, 1, 2 \rangle + \langle -1, 6, 5 \rangle = \langle 2, 7, 7 \rangle$$

$$\boxed{4} \quad \langle 3, 1, 2 \rangle \cdot \langle -1, 6, 5 \rangle \\ = -3 + 6 + 10 = \boxed{13}$$

## Basic fact list:

- Manipulation facts

(works like regular multiplication):

$$\mathbf{a} \cdot \mathbf{b} = \mathbf{b} \cdot \mathbf{a}$$

$$\mathbf{a} \cdot (\mathbf{b} + \mathbf{c}) = \mathbf{a} \cdot \mathbf{b} + \mathbf{a} \cdot \mathbf{c}$$

$$c(\mathbf{a} \cdot \mathbf{b}) = (c\mathbf{a}) \cdot \mathbf{b} = \mathbf{a} \cdot (c\mathbf{b})$$

$$(\mathbf{a} + \mathbf{b}) \cdot (\mathbf{a} + \mathbf{b}) = ???$$

- Helpful fact:

$$\mathbf{a} \cdot \mathbf{a} = a_1^2 + a_2^2 + a_3^2 = |\mathbf{a}|^2$$

$$2 (\langle 3, 1, 2 \rangle \cdot \langle -1, 4, 5 \rangle) = 2 \cdot 13 = 26$$

$$\langle 6, 2, 4 \rangle \cdot \langle -1, 4, 5 \rangle = -6 + 12 + 20 = 26$$

↑  
ONLY MULTIPLY ONE, DOES NOT DISTRIBUTE

$$\begin{aligned} & \vec{a} \cdot \vec{a} + \vec{a} \cdot \vec{b} + \vec{b} \cdot \vec{a} + \vec{b} \cdot \vec{b} \\ &= \vec{a} \cdot \vec{a} + 2\vec{a} \cdot \vec{b} + \vec{b} \cdot \vec{b} \end{aligned}$$

$$\langle 3, 1, 2 \rangle \cdot \langle 3, 1, 2 \rangle$$

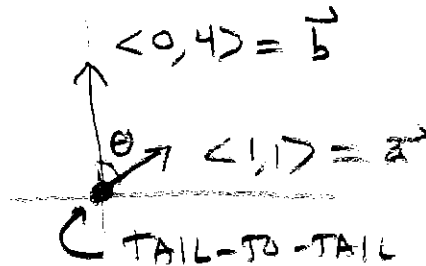
$$(3)^2 + (1)^2 + (2)^2 = 13 = |\vec{a}|^2$$

The most important fact:

$$\mathbf{a} \cdot \mathbf{b} = |\mathbf{a}||\mathbf{b}| \cos(\theta),$$

where  $\theta$  is the smallest angle between  $\mathbf{a}$  and  $\mathbf{b}$ . ( $0 \leq \theta \leq \pi$ )

Ex



$$\mathbf{a} \cdot \mathbf{b} = 0 + 4 = 4$$

$$|\mathbf{a}| = \sqrt{1+1} = \sqrt{2}$$

$$|\mathbf{b}| = \sqrt{0+16} = 4$$

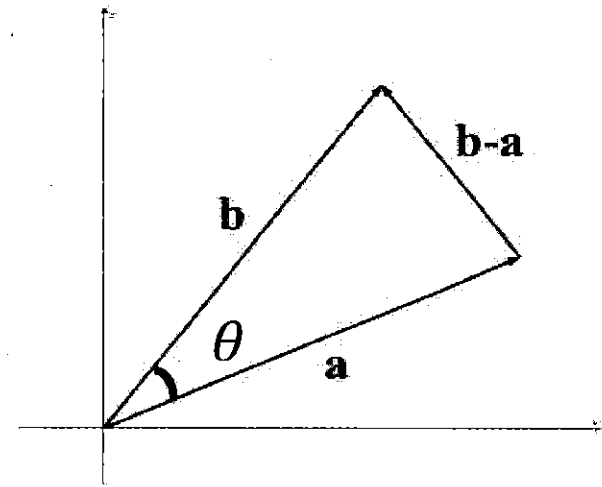
$$\mathbf{a} \cdot \mathbf{b} = |\mathbf{a}||\mathbf{b}| \cos \theta$$

$$\Rightarrow 4 = \sqrt{2} \cdot 4 \cos \theta$$

$$\Rightarrow \cos \theta = \frac{1}{\sqrt{2}} \xrightarrow{\text{SAME}} \frac{\sqrt{2}}{2}$$

$$\theta = \cos^{-1}\left(\frac{\sqrt{2}}{2}\right) = \boxed{\frac{\pi}{4} \text{ radians}}$$

$45^\circ$



Proof (not required):

By the Law of Cosines:

$$|\mathbf{b} - \mathbf{a}|^2 = |\mathbf{a}|^2 + |\mathbf{b}|^2 - 2|\mathbf{a}||\mathbf{b}| \cos(\theta)$$

The left-hand side expands to

$$\begin{aligned} |\mathbf{b} - \mathbf{a}|^2 &= (\mathbf{b} - \mathbf{a}) \cdot (\mathbf{b} - \mathbf{a}) \\ &= \mathbf{b} \cdot \mathbf{b} - 2\mathbf{a} \cdot \mathbf{b} + \mathbf{a} \cdot \mathbf{a} \\ &= |\mathbf{b}|^2 - 2\mathbf{a} \cdot \mathbf{b} + |\mathbf{a}|^2 \end{aligned}$$

Subtracting  $|\mathbf{a}|^2 + |\mathbf{b}|^2$  from both sides gives

$$-2\mathbf{a} \cdot \mathbf{b} = -2|\mathbf{a}||\mathbf{b}| \cos(\theta).$$

Divide by -2 to get the result. (QED)

### Most important consequence:

If  $\mathbf{a}$  and  $\mathbf{b}$  are orthogonal, then  $\mathbf{a} \cdot \mathbf{b} = 0$ .

Also: If  $\mathbf{a}$  and  $\mathbf{b}$  are parallel, then

$\mathbf{a} \cdot \mathbf{b} = |\mathbf{a}||\mathbf{b}|$  or  $\mathbf{a} \cdot \mathbf{b} = -|\mathbf{a}||\mathbf{b}|$ .

Ex)  $\vec{a} = \langle 1, 1, 2 \rangle$   
 $\vec{b} = \langle 3, 2, -5 \rangle$   
 $\vec{c} = \langle -6, 4, 1 \rangle$   
 $\vec{d} = \langle 9, 6, -15 \rangle$

ARE ANY PARALLEL?  
ARE ANY ORTHOGONAL?

$\vec{b}$  and  $\vec{d}$  are parallel  $\vec{d} = 3\vec{b}$

$\vec{a} \cdot \vec{b} = 3 + 2 - 10 = -5$ , NOT ORTHOGONAL

$\vec{a} \cdot \vec{c} = -6 + 4 + 2 = 0$ , YES, ORTHOGONAL

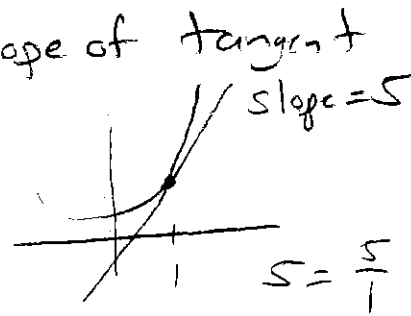
$\vec{b} \cdot \vec{c} = -18 + 8 - 5 = -15$ , NOT ORTHOGONAL

Example: Find a vector that is orthogonal to the tangent line to  $y = x^3 e^{(2x-2)}$  at  $x = 1$ .

$$y' = x^3 e^{(2x-2)} \cdot 2 + 3x^2 e^{2x-2}$$

$$y' = 2x^3 e^{(2x-2)} + 3x^2 e^{2x-2}$$

$$y'(1) = 2(1)^3 e^0 + 3(1)^2 e^0 = 5 = \text{slope of tangent}$$



VECTOR

PARALLEL TO TANGENT

$$= \langle 1, 5 \rangle$$

"NEGATIVE RECIPROCAL"

VECTOR ORTHOGONAL TO TANGENT

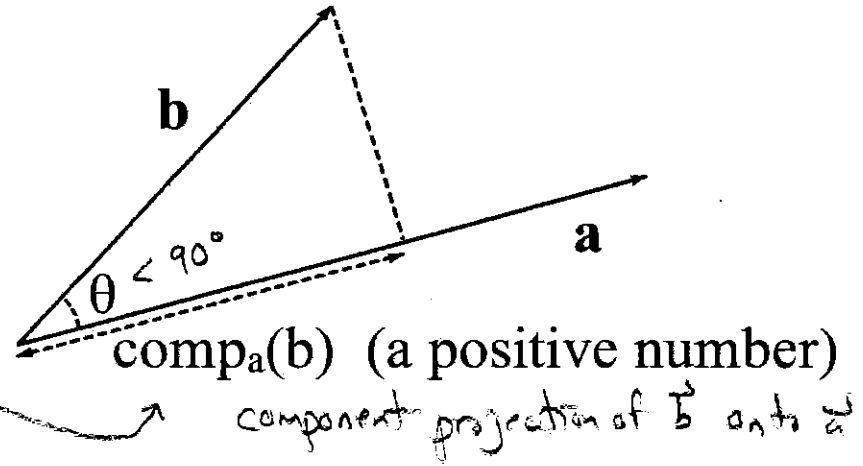
$$= \langle -5, 1 \rangle$$

IS THE DOT PRODUCT ZERO ???

YES!

# Projections:

GIVEN  $\vec{a}$  AND  $\vec{b}$  DRAWN  
TAIL-TO-TAIL. WHAT IS THIS  
LENGTH?



NOTE

$$\cos \theta = \frac{\text{comp}_a(\vec{b})}{|\vec{b}|} \quad \vec{a} \cdot \vec{b} = |\vec{a}| |\vec{b}| \cos \theta$$

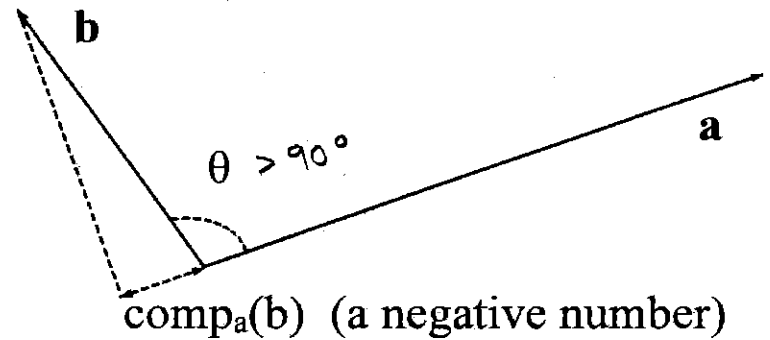
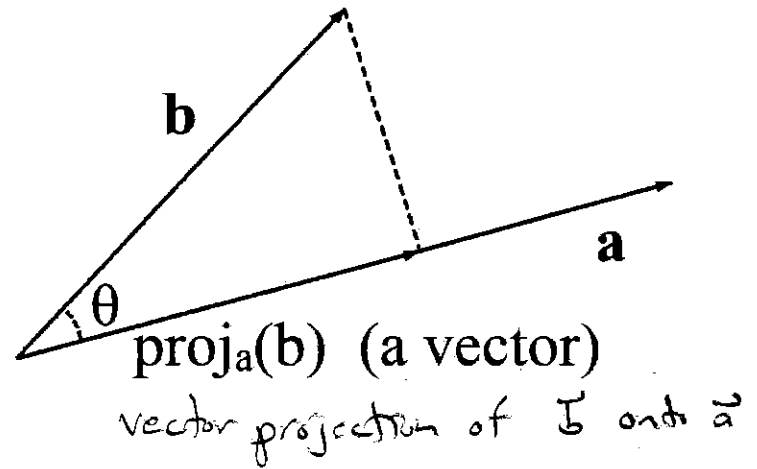
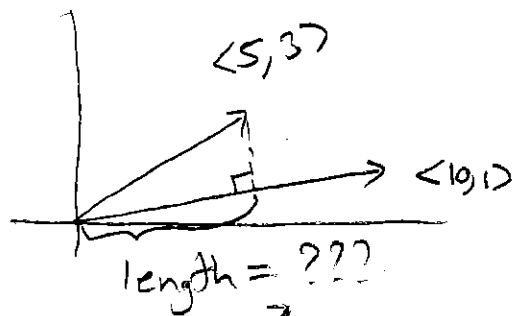
$$\Rightarrow \text{comp}_a(\vec{b}) = |\vec{b}| \cos \theta = \frac{\vec{a} \cdot \vec{b}}{|\vec{a}|}$$

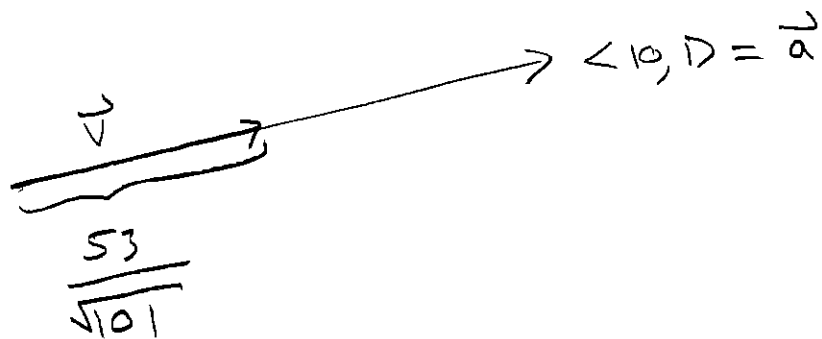
EXAMPLE  $\vec{a} = \langle 10, 1 \rangle$   $\vec{b} = \langle 5, 3 \rangle$

$$\text{COMP}_{\langle 10, 1 \rangle}(\langle 5, 3 \rangle)$$

$$= \frac{50 + 3}{\sqrt{10^2 + 1^2}}$$

$$= \frac{53}{\sqrt{101}}$$





FIND  $\underline{\underline{v}} = ???$  ( $\text{proj}_{\underline{\underline{a}}}(\underline{\underline{b}})$ )

RESCALE!

$$\underline{\underline{v}} = \frac{53}{\sqrt{101}} \left( \frac{1}{|\underline{\underline{a}}|} \underline{\underline{a}} \right) = \frac{53}{\sqrt{101}} \left( \frac{1}{\sqrt{101}} \langle 10, 1 \rangle \right) = \frac{53}{101} \langle 10, 1 \rangle = \left( \frac{530}{101}, \frac{53}{101} \right)$$

SCALE  
TO  
THIS  
LENGTH

UNIT  
VECTOR  
IN  
DIRECTION  
OF  
 $\underline{\underline{a}}$

SUMMARY

$$\begin{aligned} \text{comp}_{\underline{\underline{a}}}(\underline{\underline{b}}) &= \frac{\underline{\underline{a}} \cdot \underline{\underline{b}}}{|\underline{\underline{a}}|} \\ \text{proj}_{\underline{\underline{a}}}(\underline{\underline{b}}) &= \frac{\underline{\underline{a}} \cdot \underline{\underline{b}}}{|\underline{\underline{a}}|} \left( \frac{1}{|\underline{\underline{a}}|} \underline{\underline{a}} \right) \\ &= \frac{\underline{\underline{a}} \cdot \underline{\underline{b}}}{|\underline{\underline{a}}|^2} \underline{\underline{a}} \\ &= \frac{\underline{\underline{a}} \cdot \underline{\underline{b}}}{\underline{\underline{a}} \cdot \underline{\underline{a}}} \underline{\underline{a}} \end{aligned}$$

## 12.4 The Cross Product

We define the cross product, or vector product, for two 3-dimensional vectors,

$$\mathbf{a} = \langle a_1, a_2, a_3 \rangle \text{ and}$$

$$\mathbf{b} = \langle b_1, b_2, b_3 \rangle,$$

by

$$\mathbf{a} \times \mathbf{b} = \begin{vmatrix} \mathbf{i} & \mathbf{j} & \mathbf{k} \\ a_1 & a_2 & a_3 \\ b_1 & b_2 & b_3 \end{vmatrix} =$$

$$= \begin{vmatrix} a_2 & a_3 \\ b_2 & b_3 \end{vmatrix} \mathbf{i} - \begin{vmatrix} a_1 & a_3 \\ b_1 & b_3 \end{vmatrix} \mathbf{j} + \begin{vmatrix} a_1 & a_2 \\ b_1 & b_2 \end{vmatrix} \mathbf{k}$$

$$= (a_2 b_3 - a_3 b_2) \mathbf{i} - (a_1 b_3 - a_3 b_1) \mathbf{j} + (a_1 b_2 - a_2 b_1) \mathbf{k}$$

$$\text{Ex: } \mathbf{a} = \langle 1, 2, 0 \rangle \text{ and } \mathbf{b} = \langle -1, 3, 2 \rangle$$

$$\mathbf{a} \times \mathbf{b} = \begin{vmatrix} \mathbf{i} & \mathbf{j} & \mathbf{k} \\ 1 & 2 & 0 \\ -1 & 3 & 2 \end{vmatrix} =$$

$$((2)(2) - (3)(0)) \mathbf{i} - ((1)(2) - (-1)(0)) \mathbf{j} + ((1)(3) - (-1)(2)) \mathbf{k}$$

$$(4 - 0) \mathbf{i} - (2 - 0) \mathbf{j} + (3 + 2) \mathbf{k}$$

$$= \langle 4, -2, 5 \rangle = \vec{a} \times \vec{b}$$

$$\langle 4, -2, 5 \rangle \cdot \langle 1, 2, 0 \rangle \\ = 4 - 4 + 0 = 0 \leftarrow \star$$

$$\langle 4, -2, 5 \rangle \cdot \langle -1, 3, 2 \rangle \\ = -4 - 6 + 10 = 0 \leftarrow \star$$

You do:  $\mathbf{a} = \langle 1, 3, -1 \rangle$ ,  $\mathbf{b} = \langle 2, 1, 5 \rangle$ .

Compute  $\mathbf{a} \times \mathbf{b}$

$$\begin{vmatrix} \vec{i} & \vec{j} & \vec{k} \\ 1 & 3 & -1 \\ 2 & 1 & 5 \end{vmatrix}$$

$$= (15 - -1)\vec{i} - (5 - -2)\vec{j} + (1 - 6)\vec{k}$$

$$= \langle 16, -7, -5 \rangle$$

$$\langle 16, -7, -5 \rangle \cdot \langle 1, 3, -1 \rangle = 16 - 21 + 5 = 0 \leftarrow \star$$

$$\langle 16, -7, -5 \rangle \cdot \langle 2, 1, 5 \rangle = 32 - 7 - 25 = 0 \leftarrow \star$$



## Most important fact:

The vector  $\mathbf{v} = \mathbf{a} \times \mathbf{b}$  is orthogonal to *both*  $\mathbf{a}$  and  $\mathbf{b}$ .

"proof"

$$\langle a_2b_3 - a_3b_2, a_3b_1 - a_1b_3, a_1b_2 - a_2b_1 \rangle \cdot \langle a_1, a_2, a_3 \rangle$$

$$= \cancel{a_1a_2b_3} - \cancel{a_1a_3b_2} + \cancel{a_2a_3b_1} - \cancel{a_1a_2b_3} + \cancel{a_1a_3b_2} - \cancel{a_2a_3b_1} = 0$$

SIMILARLY FOR  $\langle b_1, b_2, b_3 \rangle$ !

ALWAYS!!

## Right-hand rule

If the fingers of the right-hand curl from **a** to **b**, then the thumb points in the direction of **a** × **b**.

**NOTE**

$$\langle 1, 3, 1 \rangle \times \langle 2, 1, 5 \rangle = \langle 16, -7, -5 \rangle$$

← EARLIER EXAMPLE

$$\langle 2, 1, 5 \rangle \times \langle 1, 3, 1 \rangle = \langle -16, 7, 5 \rangle$$

ORDER MATTERS

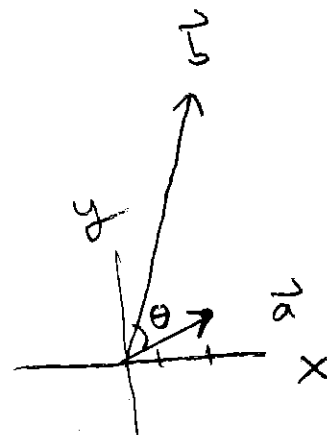
$$\vec{a} \times \vec{b} = - \vec{b} \times \vec{a}$$

**Ex**

$$\vec{a} = \langle 2, 1, 0 \rangle$$

$$\vec{b} = \langle 3, 10, 0 \rangle$$

ABOVE VIEW



DOES  $\vec{a} \times \vec{b}$  POINT UPWARD OR DOWNWARD? ← UPWARD

DOES  $\vec{b} \times \vec{a}$  POINT UPWARD OR DOWNWARD? ← DOWNWARD

The magnitude of  $\mathbf{a} \times \mathbf{b}$ :

Through some algebra and using the dot product rule, it can be shown that

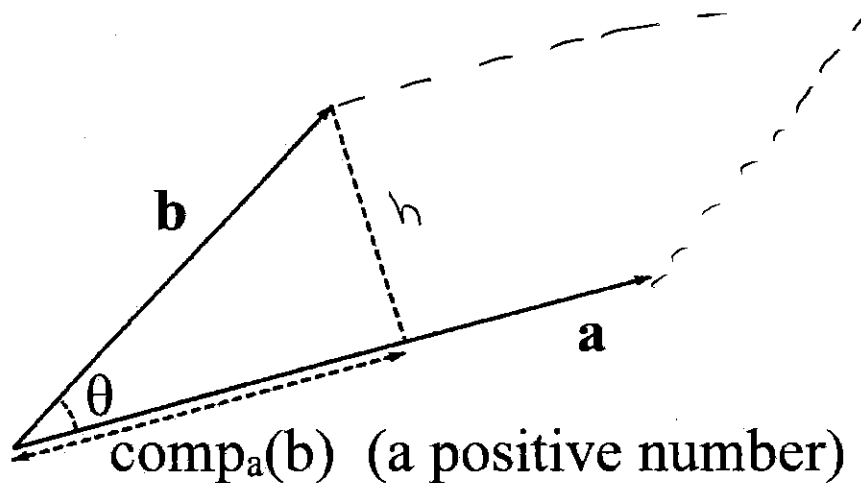
$$|\mathbf{a} \times \mathbf{b}| = |\mathbf{a}||\mathbf{b}| \sin(\theta)$$

where  $\theta$  is the smallest angle between  $\mathbf{a}$  and  $\mathbf{b}$ . ( $0 \leq \theta \leq \pi$ )

LONG PROOF

$$\begin{aligned} |\vec{a} \times \vec{b}|^2 &= (\vec{a} \times \vec{b}) \cdot (\vec{a} \times \vec{b}) \\ &= \text{BIG ALGEBRA NEWS} \\ &= |\vec{a}|^2 |\vec{b}|^2 - (\vec{a} \cdot \vec{b})^2 \\ &= |\vec{a}|^2 |\vec{b}|^2 - |\vec{a}|^2 |\vec{b}|^2 \cos^2 \theta \\ &= |\vec{a}|^2 |\vec{b}|^2 \underbrace{(1 - \cos^2 \theta)}_{\sin^2 \theta} \\ &= |\vec{a}|^2 |\vec{b}|^2 \sin^2 \theta \end{aligned}$$

$$\Rightarrow |\vec{a} \times \vec{b}| = |\vec{a}| |\vec{b}| \sin \theta$$



Note:  $|\mathbf{a} \times \mathbf{b}| = |\mathbf{a}||\mathbf{b}| \sin(\theta)$  is the area of the parallelogram formed by  $\mathbf{a}$  and  $\mathbf{b}$

$$\sin \theta = \frac{h}{|\vec{b}|} \Rightarrow h = |\vec{b}| \sin \theta$$

$$\begin{aligned} \text{AREA OF PARALLELOGRAM} &= |\vec{a}| \cdot h \\ &= |\vec{a}| |\vec{b}| \sin \theta \\ &= |\vec{a} \times \vec{b}| \end{aligned}$$

$$\begin{aligned} \text{AREA OF TRIANGLE FORMED BY} \\ \vec{a} \text{ AND } \vec{b} \text{ IS } &= \frac{1}{2} |\vec{a} \times \vec{b}| \end{aligned}$$